Black Templars Fleet

House rules for using Black Templars in your games

By Ray Bell

During the Second Founding, the Crimson Fists and Black Templars were formed from Rogal Dorn's Imperial Fists. This was not an easy transition as Dorn initially refused to have his Legion fractured into smaller Chapters, stating that after coordinating the defence of Holy Terra against the traitor Horus, it was his sacred duty to protect the Emperor and that he could not afford to split his few remaining forces. But with the ultimate consequence of another civil war, Dorn had to relent, adopting the Codex Astartes and the Second Founding.

Dorn chose the Champion Sigismund to lead the Black Templars. Sigismund seeing the suspicion in which he and his brethren were held, determined that a gesture of supreme faith was needed. Sigismund swore a mighty oath that upon leaving Terra, he would prove his loyalty, never resting in the prosecution of his duties against the enemies of the Emperor. Starting the greatest and longest Space Marine Crusade, that has continued unbroken for ten thousand years.

The Black Templars chose not to adhere to the Codex Astartes; embarking upon its Crusade, rejecting the idea of a homeworld, instead living aboard their Crusade fleets and leaving Chapter Keeps in their wake. Made up of dozens of battle barges, strike cruisers, training vessels and forgeships the Black Templars have a fighting strength of six Codex Chapters.

SPECIAL RULES

All normal rules for Space Marines apply (from Armada) in addition to the special rules that follow:

Attendant Vessels
A single Strike Cruiser, including variants, may be attached to an attendant vessel (Training vessel) or an attendant squadron of escorts (any escorts available in the fleet list).

An Attendant Cruiser must squadron with a Strike Cruiser, and therefore gain benefits from the Strike Cruiser's leadership and boarding (in a multiple boarding action you would get +2 for being Space Marine).

Attendant Escort squadrons may use the Strike Cruisers unmodified leadership if within 10cm.

Less Than Equal
Some ships in the fleet are noted as being 'less than equal', this means they have normal leadership, so 6-9 Leadership instead of 8-10, a +1 Boarding modifier instead of +2, and boarding torpedoes, but no Space Marine benefit against or for Hit and Run attacks.

Righteous Zeal
The fleet uses an additional Subplot (Blood Bond) to the one(s) it is already using, but without an affect on renown.

Legacies of War, Blood Bond: If a 'friendly' capital ship is crippled or destroyed all the other 'capital ships' (excluding Forgeships) in the fleet gain +1 leadership in the next turn!

If this is the subplot rolled for randomly, treat the random result as Legacies of War/No Quarter!: Cripple/destroy at least half the points value of the enemy fleet. (+1/-1)

In addition to the subplot Black Templar capital ships (excluding Forgeships), only give the enemy +1 Boarding modifier when crippled instead of +2.

Venerable Battle Barges
In addition or instead of a normal Battle Barge Black Templars may use one Venerable Battle Barge. Venerable Battle Barges halve their launch bays rounding up and may only launch Thunderhawks, Prow Weapons are replaced with class specific strength Torpedoes Front, and each vessel has had its points value altered for this list (the Torpedo strength and obviously the point values are noted in the Fleet List). Venerable Battle Barges originate from both the Imperial and Chaos Fleet lists.

(Note: although technically a Venerable Battle Barge the Eternal Crusader has its own fleet requirements in its rules, and is not contained within the fleet list).

FORGESHIP 280PTS

(Exorcist Grand Cruiser model)

Bound together by ancient treaties and deeds of promise, the Adeptus Mechanicus have a long standing relationship with the Black Templars. Various physical assets are offered by the Mechanicus, most notably Forgeships and the fleet resources they hold. Forgeships are however, usually obsolete vessels converted solely for their role as fleet support. The weaponry afforded a Forgeship befits its function and reluctant presence in a battle, being long range and broadside only.

Famous Ships

Heracles

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/10	20cm	45	3	5+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Weapons Battery	60cm	10	Left
Starboard Weapons Battery	60cm	10	Right

Notes: Can't Come To New Heading, Less Than Equal, Allows 4 more Thunderhawks to be launched by the fleet than normal (2 if crippled, none if destroyed), offers +1 Repair point in a campaign. The Forgeship offers a single fleet re-roll that may only be used to Reload Ordance. If a Forgeship is in your campaign fleet you recieve additional Repair points as if the Forgeship was a Penal colony.

ASSAULT STRIKE CRUISER VARIANT 165PTS

(Suitable for the 8th company of a normal Space Marine chapter)

There are countless variations of the Space Marine Strike Cruiser, most appearing to have same capabilities being used for largely similar tasks. Some variants have such an obvious divergence from the trend that they warrant more specific classification.

The Assault Strike Cruiser variant sacrifices direct firepower in order to provide larger waves of Thunderhawks. Greatly suited to the Black Templars aggressive fighting preference, the Assault Strike Cruiser variant is a relatively common sight in their fleets.

Famous Ships

Dorn's Sword, Ophidium Gulf

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	25cm	90	1	6+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow Bombardment Cannons	30cm	2	Left/Front/Right
Prow Launch Bay	20cm	3 Thunderhawks	N/A
Port Weapons Battery	30cm	3	Left
Starboard Weapons Battery	30cm	3	Right

DEVASTATOR STRIKE CRUISER VARIANT 160PTS

(Suitable for the 9th company of a normal Space Marine chapter)

The Devastator Strike Cruiser variant has a very specific purpose; to overwhelm enemy ground forces with substantial bombardment and use possible pin point attacks to eliminate War Engines. Devastator Strike Cruiser variants are less favoured by the Black Templars who prefer the precision of ground assaults, resorting to planetary bombardment only in the direst of circumstances.

Famous Ships

Holy Hand of Antioch

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	25cm	90	1	6+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow Bombardment Cannons	30cm	3	Left/Front/Right
Prow Torpedoes	30cm	6	Front
Prow Launch Bay	20cm	3 Thunderhawks	N/A
Port Weapons Battery	30cm	4	Left
Starboard Weapons Battery	30cm	4	Right

Notes: *May replace the Weapons Battery broadsides with Str1 lance each side.*

BLACK TEMPLARS SPACE MARINE FLEET LIST

FLEET COMMANDER
0-1 Marshal
You may include one Marshal in your fleet. If your fleet includes battle barges or venerable battle barges, he must be assigned to one in preference to a strike cruiser. If the fleet is worth over 750pts, the Marshal must be included to lead it.

Marshal (Ld10)…….....50pts

You may buy Fleet Commander re-rolls for your Marshal.

One re-roll……25pts

Two re-rolls……..…50pts

Three re-rolls……75pts

In addition, the Marshal's ship may carry Sword Brethren for +50 points.

The Sword Brethren count as a normal Space Marine Terminator boarding party and confer a +1 Boarding Modifier to their assigned ship.

The Marshal's ship may also have the Terminator Teleport Assault. Roll 2D6 when conducting normal teleport attacks and select which one you wish to count for +10 points.

CAPITAL SHIPS
Battle Barges
You may include up to one Battle Barge in your fleet for every one Strike Cruiser.

0-1 Space Marine Battle Barge……..435pts

You may upgrade the Battle Barge with +1 Shield for +15 points and/or +1 turret for +10 points. Famous Ships: Sigismund's Light.

0-1 Venerable Battle Barge

Despoiler Battleship……..……410pts
(Strength 8 Torpedoes. *representing another class)

Emperor Battleship……..…350pts (Strength 6 Torpedoes)

Styx Heavy Cruiser……..280pts (Strength 4 Torpedoes)

Mars battle Cruiser……265pts (Strength 6 Torpedoes)

Oberon Battleship……..……350pts (Strength 6 Torpedoes)

Apocalypse Battleship……..…375pts (Strength 10 Torpedoes)

Retribution Battleship……..…...390pts (Strength 10 Torpedoes)

Repulsive Grand Cruiser……250pts
(Strength 6 Torpedoes, +1 Shield and Large Flying Base)

Terminator Teleport Assault: You may purchase the Terminator Teleport Assault for each Battle Barge at a cost of +10 points per ship (no ship can have this upgrade twice).

0-1 Forgeships
You may include up to one Forgeship in your fleet only in fleets of over 750pts.

0-1 Forgeship*……..…280pts

*Less Than Equal.

0-12 Cruisers

You may include up to one cruiser in your fleet for every three Space Marine escorts.

Strike Cruiser……...155pts

Strike Cruiser Assault variant…….160pts

Training Vessel (Strike Cruiser)*.....120pts

You may not have more training ships than the total number of Strike Cruisers and Strike Cruiser variants.

Strike Cruiser Devastator variant**....155pts

*Less Than Equal,

**Reserve ship, may only have one per 3 other cruisers, not including attendants.

ESCORTS
You may include any number of escorts in your fleet.

Space Marine Escorts
Nova class Frigate……..…….....50pts

Gladius class Frigate……...45pts

Hunter class Destroyer…….....40pts

Rapid Strike Vessel (Firestorm)…..…45pts

Rapid Strike Vessel (Sword)……...40pts

Rapid Strike Vessel (Cobra)……35pts

Reserve Escorts
You may not have more Reserve Escorts than Space Marine escorts.

Firestorm class Frigate*…….....40pts

Sword class Frigate*……..……35pts

Falchion class Frigate*……..…35pts

Cobra class Destroyer*……..…..30pts

Iconoclast class Destroyer*……30pts

*Less Than Equal.

ORDNANCE
Thunderhawks
All Space Marine capital ships with launch bays have Thunderhawks. Training vessels still have Thunderhawks but as stated before don't gain +1 for Hit and Run attacks.

Thunderhawk Annihilators
Annihilators act as bombers and fighters with a 4+ save vs. ordnance (the same as normal Thunderhawks). Annihilators cost +5pts per bay and may be bought for any Space Marine capital ship with launch bays (excluding Attendant vessels). When bombing a Thunderhawk Annihilator marker can only offer fighter support OR make a bombing run, not both.

Torpedoes
All ships have normal and boarding torpedoes.

Barrage Torpedoes
Battle Barges, Venerable Battle Barges and Devastator Strike Cruisers may have Barrage special torpedoes as well as normal and boarding for +5pts per strength 2 torpedoes.

THE ETERNAL CRUSADER

Quite possibly the closest thing the Black Templar's have to a Fortress Monastery, the Eternal Crusader is the spiritual home of the Chapter. Containing their most sacred relics, chapels and reliquaries, it is revered by all Black Templars as their Crusading home. Being such a huge vessel of massive significance the Eternal Crusader has accommodation for twice as many Space Marines as a normal Battle Barge making it one of the most dangerous Imperial vessels in a planetary assault!

Special Rules: *Double Boarding Value.*
Scores 3 points in a planetary assault rather than 2.

The Eternal Crusader is a huge Battle Barge dating back to the very foundation of the Imperium. In that time it has led the Chapter on Great Crusades, drawing the segmented Chapter together for major offensives, and it has been the home of thousands of Black Templars not to mention the High Marshals themselves!

Commanded by the High Marshal, the autonomous leader of the Black Templars, the Eternal Crusader is the platform from which all Crusades are launched. Surrounded by his Sword Brethren the High Marshal is ready to massacre enemies in boarding actions, or tactically surpass his foes in the field or war. When ever the Eternal Crusader is called to battle, the High Marshals designs are destined for success.

Special Rules: *'High Marshal': Ld10, 1 fleet re-roll per turn.*
Sword Brethren (Normal Space Marine Terminator boarding party AND +1 Boarding Modifier).
Terminator Teleport Assault (roll 2D6 when conducting H&R teleport attacks and select which one you wish to count).
(This is the Marshal/Master of the fleet, you can't have 2!).

Throughout its long service The Eternal Crusader has undergone many refits and expansions, most notably additional launch bays for shuttles and Thunder Hawks, allowing it to achieve a relentless orbital invasion with its numberless landing and attack craft. Docking facilities for escort ships protrude from the ventral spine, hanging under the broadsides, to supply and repair its attendant squadron of Rapid Strike vessels. These docking facilities also have offensive capabilities in a boarding action making any such endeavour quick, bloody and certain! Most remarkable of all is the prow docking facility. In combat it will unsheathe torpedoes, attack craft and landers. At other times it can fully open its main door to accommodate a single escort to affect repairs. It has not been confirmed whether it is possible to construct an escort within its prow, but as the Eternal Crusader is quite often active in a crusade it seems unlikely that this feat has ever been undertaken.

Special Rule: *Must have an 'attendant' escort squadron of 3-6 escort ships that may use the Battle Barge unmodified leadership if within 15cm.*

The Eternal Crusader has gigantic engines and near limitless fuel reserves. This has no bearing on combat or even the quickness of the vessel, but is a vital asset in a lengthy crusade where escort ships may need refuelling. Were the Eternal Crusader ever to be destroyed and catastrophic damage incurred, the resulting explosion would be devastatingly huge!

Special Rule: *Roll 4D6cm for the blast radius should the ship explode.*

Being the Flagship of such a powerful Chapter, the Eternal Crusader has the very best equipment and resources boasting the famed Thunderhawk Annihilators and Barrage Bombs. As with most Battle Barges the Eternal Crusader is also capable of exterminatus, although in ten thousand years it has been exceptionally rare to resort to such measures.

Special Rules: *Thunderhawk Annihilators act as bombers and fighters with a 4+ save vs. ordnance (the same as normal Thunderhawks).*

Barrage Bombs can be launched whilst in low orbit, where they will move just like ordinary torpedoes (they are unaffected by the gravitic pull of the planet). Each salvo of barrage bombs which strikes the planet during a planetary assault scenario earns 1 assault point if it is strength 6 or less, 2 Assault points if it is strength 7 or greater.

Barrage Bombs can also be launched in space, like ordinary torpedoes. Barrage Bombs which attack ships (in either space or low orbit) do not ignore shields like other ordnance; instead they knock down shields and place blast markers for hits just like a direct attack.

ETERNAL CRUSADER (INCLUDING THE HIGH MARSHAL).....745PTS

'*Overseen by the High Marshal on the Eternal Crusader, many Crusades blaze across the galaxy.*'

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/14	20cm	45	4	6+	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow Launch Bay	20cm	2 Thunderhawks	N/A
Prow Torpedoes	30cm	6	Front
Dorsal Bombardment Cannons	30cm	8	Left/Front/Right
Port Weapons Battery	45cm	12	Left
Starboard Weapons Battery	45cm	12	Right
Port Launch Bay	20cm	2 Thunderhawks	N/A
Starboard Launch Bay	20cm	2 Thunderhawks	N/A

Notes: *Can't Come To New Heading, Double Boarding Value, Scores 3 points in a planetary assault rather than 2, Due to the huge fuel reserves and the overall size of the vessel, roll 4D6cm for the blast radius should the ship explode. Captained by the 'High Marshal': Ld10, 1 fleet re-roll per turn, Sword Brethren (Normal Space Marine Terminator boarding party AND +1 Boarding Modifier), Terminator Teleport Assault (roll 2D6 when conducting H&R teleport attacks and select which one you wish to count) (This is the Marshal/Master of the fleet, you can't have 2!). The Eternal Crusader has the following upgrades: Thunderhawk Annihilators and Barrage Torpedoes. Has an 'attendant' escort squadron of 3-6 escort ships that may use the Battle Barge unmodified leadership if within 15cm. Character Ship (You need your opponent's permission to use this ship)!*

Fleet Requirements: Maybe included in fleets of 2000pts or more. Requires 2 Strike Cruisers to be fielded. You may have another Battle Barge in a fleet with the Eternal Crusader (You may use one of the Strike Cruisers allowing the presence of the Eternal Crusader to field this second battle barge).

ABOUT THE AUTHOR

Ray knows his way around Battlefleet Gothic. He's been playing it since it was first released and is on the BFG rules Committee.